

Disney

FROZEN

The Official Magazine

ARTS & CRAFTS

A Special
Card for
Your Friend

FROM THE MOVIE

The Third Episode
of Frozen 2NEW
AMAZING
Disney
FROZEN II
GAMESNever
Give Up!

Disney

FROZEN

The Official Magazine



Anna, Elsa, Olaf, Kristoff and Sven are in for a whirlwind adventure that is sure to put their strength and courage to the test. Along the way, they'll learn that the key to success is never giving up!

In this issue of *Frozen, the Official Magazine*, our friends take on new challenges from *Frozen 2* and are encouraged to make some important decisions. Join them and meet up with incredible characters featured in all the activities, games and arts-and-crafts projects. Page after page of magical emotion awaits you!

WELCOME 2

Meet your friends and play with them to discover the theme of this issue.

READ 4 20

Follow and experience the exciting adventures of Anna, Elsa, and their friends!

PLAY 10 24 28 30 31

Get focused and test your skills with fun activities and quizzes featuring your friends from *Frozen 2*.

DESIGN 12 19 26

Use your imagination to draw and color scenes and pictures of your favorite characters.

CRAFT 18

An original idea for creating a piece of easy-to-make *Frozen 2*-inspired art.

Frozen 2
Posters for You!

Hang them wherever you want to keep your friends forever with you!





Into the Unknown

Anna, Elsa, and Olaf have set off on a long journey full of surprises as they try to discover why Elsa was born with powers. The path can be hard sometimes, but together they won't give up on this big challenge...

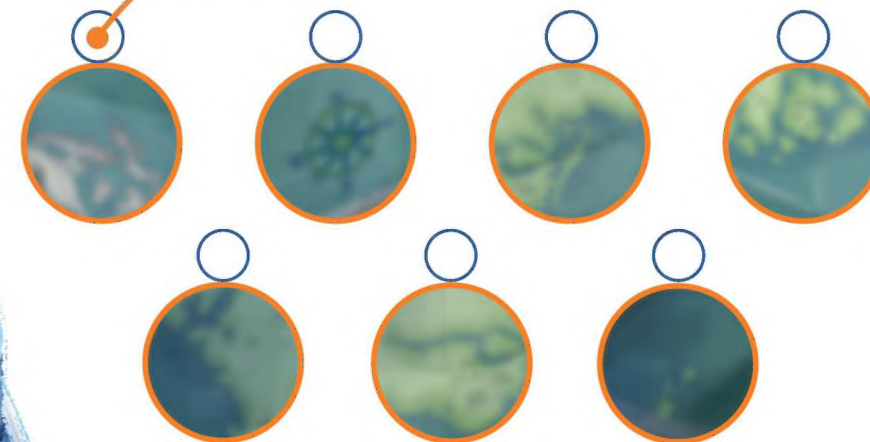
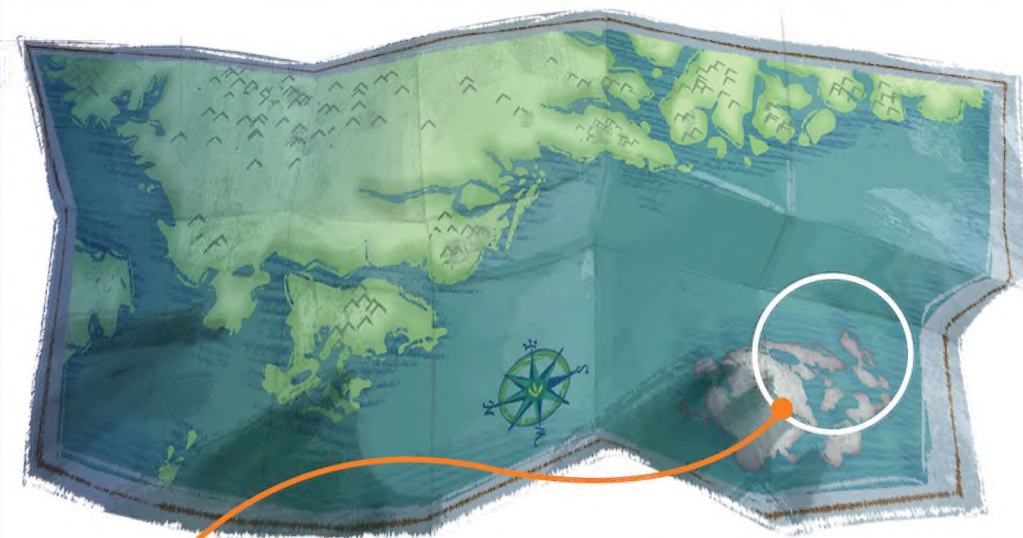
Traveling Companions

Friends old and new accompany Elsa on her adventure. **SPOT** and **CIRCLE** the only sequence that matches the one shown here. It may appear horizontally, vertically or diagonally.



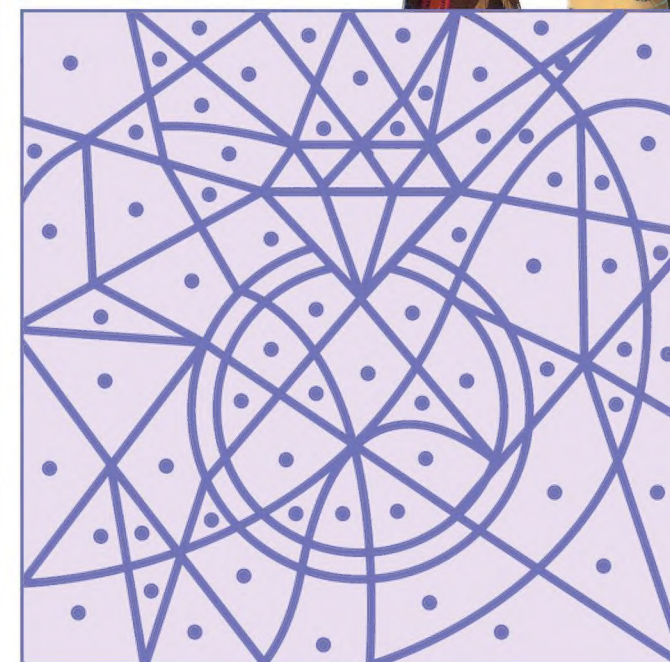
A Map to Study

Elsa, Anna, and Olaf find a mysterious old map. What is it showing? Look at it and **SPOT** the blurry details.



A Special Gift

Kristoff hopes to take the next big step with Anna, and he shows Ryder the surprise he has in store for her. **COLOR** the dotted sections to see what he's planning to give her!





Close to the Truth

IN THE PREVIOUS EPISODES:

Elsa wants to know why she has powers and why a mysterious voice that nobody else can hear keeps calling to her. But when she uses her magic to communicate with it, she causes a shockwave that pushes the villagers out of Arendelle. Grand Pabbie explains that the **forces of nature** are upset because of mistakes of the past that need to be fixed. Until things are settled, Arendelle is not safe. So Elsa feels she needs to do the next right thing and find the voice.

Along with Anna, Olaf, Kristoff, and Sven, she reaches the **Enchanted Forest** and meets the **Northuldra** and the **Arendellian soldiers** her father told them about years before. There, Elsa uses her powers to calm down **Gale**, the Wind Spirit, and **Bruni**, the Fire Spirit, and the two sisters discover that their father was saved by a mysterious Northuldra girl during the battle that occurred between the two groups when he was a boy.

Elsa also understands that she can save Arendelle and free the forest from the powerful mist surrounding it, so she promises to **travel north** to to accomplish her important mission.

As everybody celebrates the new hope brought by Elsa, Kristoff confesses to a young Northuldra named Ryder that he wants to **propose** to Anna. So Ryder offers to help him do it the Northuldra way: with lots of reindeer. . .



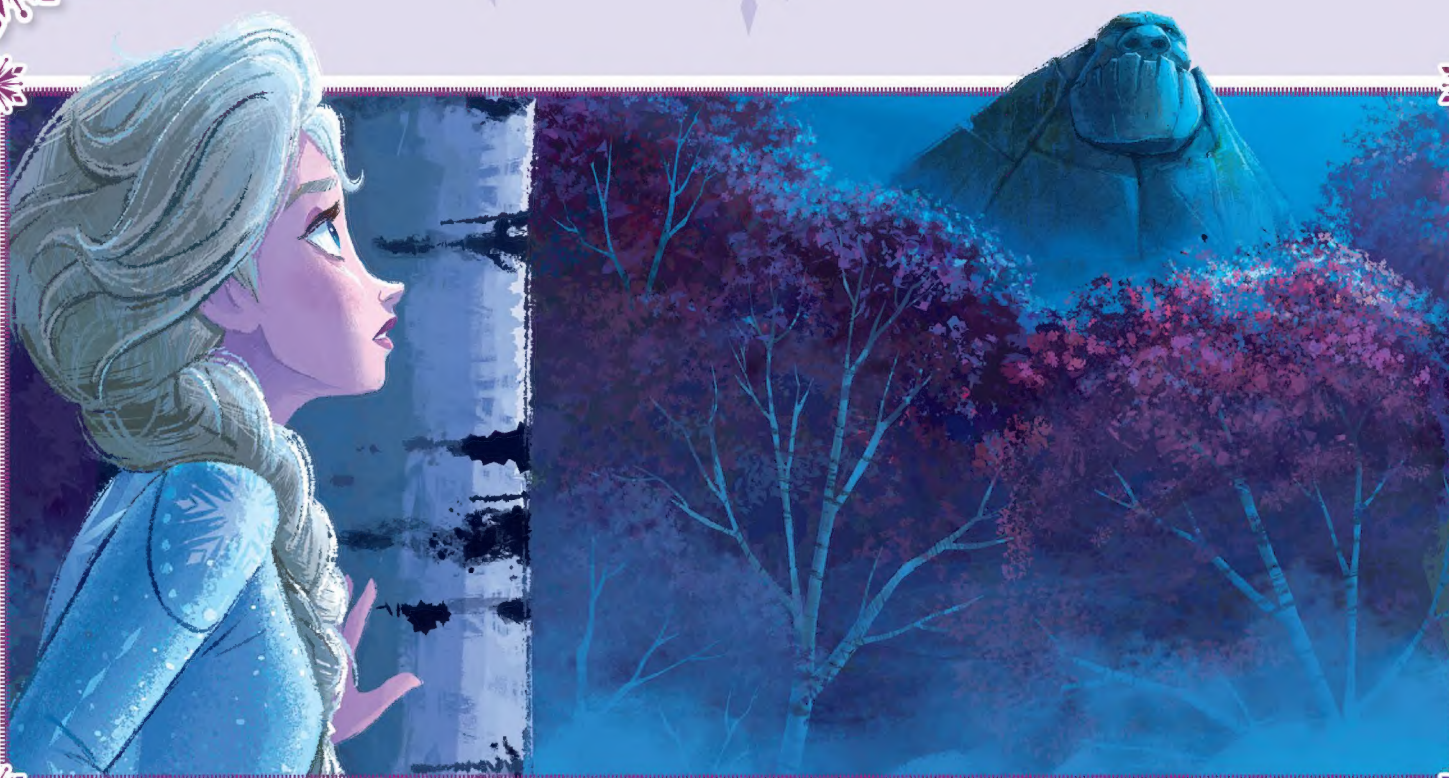
At the **Northuldra** camp, Anna and Mattias start talking about the past, and the lieutenant shares with the princess some **wisdom** he learned from his father. "He'd say: *Be prepared; just when you think you've*

found your way, life will throw you onto a new path. Don't give up, take it one step at a time, and—" Anna knows what comes after that: "Just do the **next right thing**." Mattias nods but sees the look of concern on Anna's face as **Elsa** passes by.



Elsa goes to sit by the campfire with Honeymaren. "You know air, fire, water, and earth. But look, there's a **fifth spirit**. It is said to be a **bridge** between us and the magic of nature," explains the Northuldra girl, pointing at the **spirits of nature**

symbolized on Iduna's precious scarf. "Do you think that's who's calling me?" Elsa asks. "Maybe. Alas, only **Ahtohallan** knows," Honeymaren answers. Elsa is surprised to hear her mention the river from her mother's lullaby.



Moments later, the trees begin to **tremble** and an **Earth Giant** appears, shaking the ground as it walks. Everyone braces themselves as the giant passes, looks around, and continues walking. Elsa peeks out from behind a tree and begins

to follow it, feeling like she can **settle** it, as she did with the wind and fire. “The giants sensed me. They may come back here. I don’t want to put anyone at risk again,” she says. Then she turns to her sister: “We’ve got to find the **voice**. We’re going now!”



Anna agrees. She wants to tell **Kristoff**, but he’s nowhere to be found, so she follows Elsa and Olaf north, with a heavy heart. Meanwhile, in a nearby clearing, Kristoff and Ryder have finished preparing a spectacular setup for the **proposal**, with lots of reindeer.



Everything seems perfect until Yelana appears to inform Kristoff that **Elsa** and **Anna** have headed north. “We’re going **west** to the lichen meadows. You can come with us if you want,” she suggests, but Kristoff is devastated and can’t believe Anna left without him.



The journey north leads Elsa, Anna, and Olaf to a dry riverbed, where they find an old **Arendellian shipwreck** with a tattered flag waving sadly in the wind. The sisters gasp

at the sight, realizing it is their **parents' ship**. "It must have been washed in from the **Dark Sea**..." Anna says. "What were they doing in the Dark Sea?" Elsa asks.



So they decide to climb into the hull and search the ship for any important clue about why their parents had been there. Anna finds the waterproof compartment of the ship, which contains a **map**

covered in text. Shocked, the sisters spread the map out on the floor and see that **Ahtohallan** is clearly marked. Their parents went on the voyage to seek **answers** about Elsa's magical powers!



Using her powers, Elsa pulls moisture from the ship and creates an **ice sculpture** that reveals King Agnarr and Queen Iduna holding one another before the waves overcame them. When she sees them, Elsa rushes out of the ship. “This is **my fault**,” she says, close to tears.

But Anna doesn’t think her sister is responsible for their parents’ choices. “If anyone can resolve the past, if anyone can save Arendelle, and free this forest, it’s you,” she says sweetly. “I **believe** in you, Elsa, more than anyone or anything.”



Luckily, Anna has revived her sister’s confidence, so Elsa vows to make it across the Dark Sea and find Ahtohallan. . . but she has to do it **alone**. “No,” says Anna. “We do this **together**.” But Elsa refuses. “You said you believed in me. This is what I **was born** to do.”



“I can’t **lose** you, Elsa,” Anna says. “I can’t lose you, either,” Elsa replies. Then using her powers, Elsa creates an **ice boat** under her sister and Olaf, and sends them zipping down a path of ice. Anna scrambles, but the boat slips into a river and **floats away**.



At first, Anna and Olaf are both **angry** with Elsa for sending them off, but when Anna realizes Olaf is **frightened**, too, she calms down. “You said some things never change, but since then

everything’s done nothing but change,” Olaf says sadly. “I know. But look, **I’m still here** with you,” Anna reassures him. “I feel **better**. You’re such a good listener,” Olaf says, reassured.



But Anna sees something that makes her quickly try to **quiet** Olaf down, so she slams her hand over his mouth. “Don’t shush me,” Olaf says. “That’s rude. . .” The snowman’s voice drops to a whisper

when he sees the river is surrounded by sleeping **Earth Giants**! “They’re huge!” he says, as they quietly pass them. Anna frantically searches for an escape, and sees that just ahead, the river splits!



PLAY

The Shipwreck

There's no obstacle that can stop Anna and Elsa—not even an old abandoned shipwreck scares them away. Actually, that's exactly where they're headed. . .



An Important Clue

As Anna and Elsa draw near, they realize the wreck looks familiar: It clearly shows a recognizable symbol. **ARRANGE** the views from the farthest to the closest!

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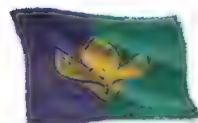


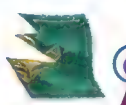

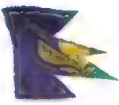
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A Telltale Symbol

The symbol on the ship's stern and the flag leave no doubts: That's King Agnarr and Queen Iduna's ship! Sharpen your eyes and **MATCH UP** the halves of the torn flag!









A Keen Eye

Take a good look at the shipwreck, then **CHECK OFF** the matching silhouette!











Different Routes

The two sisters are forced to split up: Anna continues the journey with Olaf, while Elsa has to cross the Dark Sea alone to find the answers she needs. Join both of them!

Ice Boat

Use pencils that are the same colors as the ones shown here. **USE** the blues for ice and mix them with purple for reflections on the boat. Then **FOLLOW** these simple instructions:



SHARPEN each pencil and **COLLECT** the shavings.

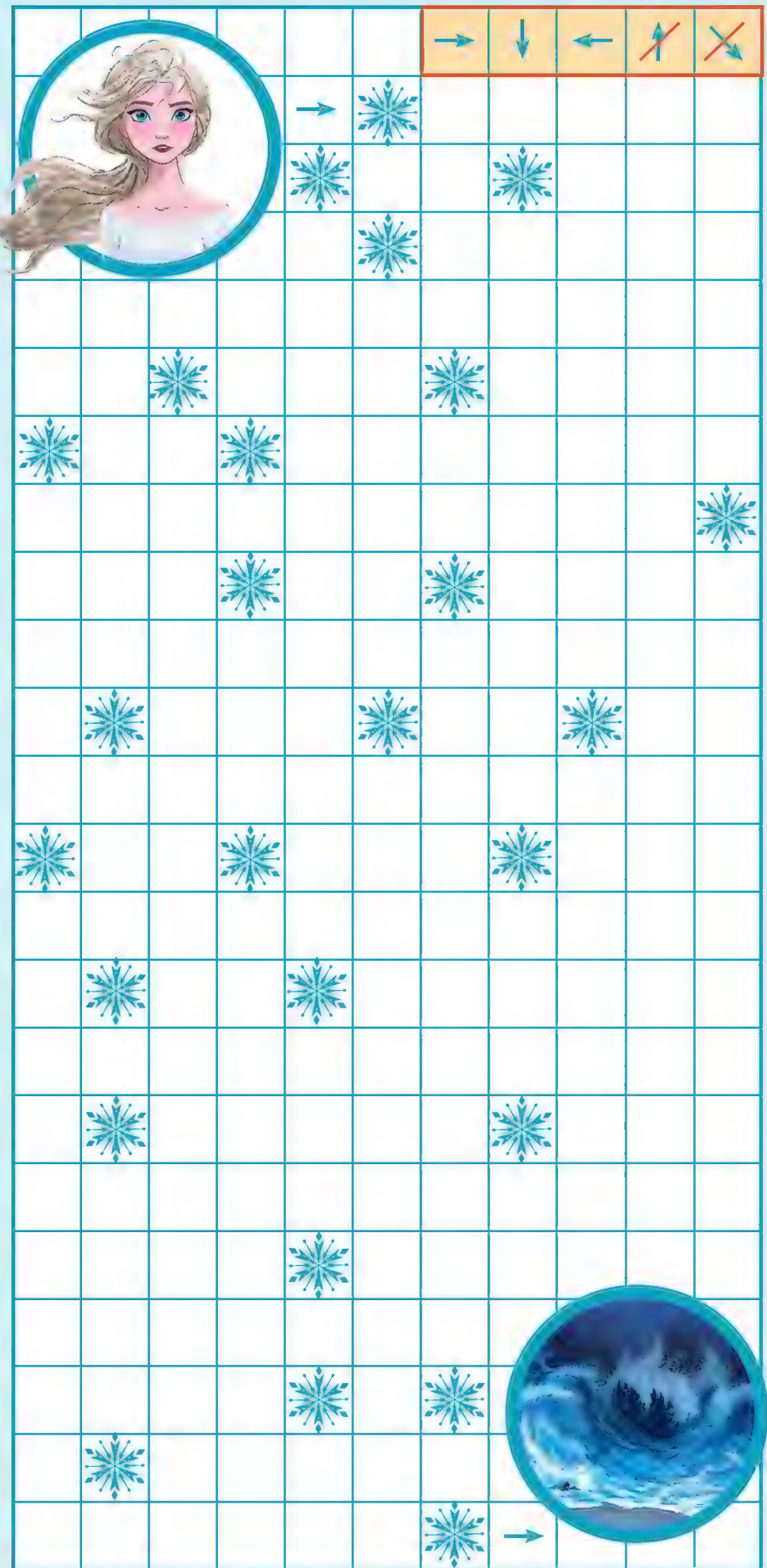


RUB the colored shavings on the boat with the tip of your index finger to create an icy effect.



Solitary Journey

Elsa must set out across the Dark Sea by herself. To help her, **TRACE** the shortest path that touches all the ice crystals. You may only move horizontally and downward vertically.



Disney
FROZEN II



*Exploring
the Future*

Disney
FROZEN II

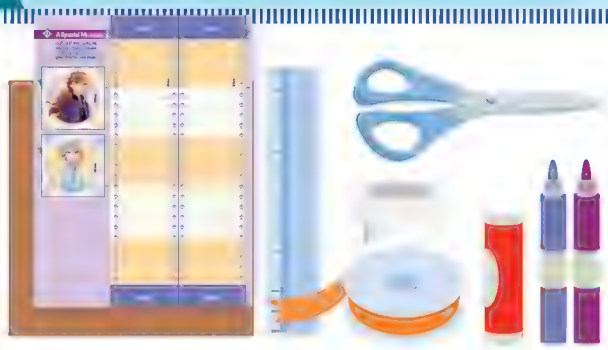
Into the Unknown

A Special Message

Anna and Elsa are always there for each other with words of encouragement. Send a message to someone special with this heartfelt craft.

You'll Need

- CARDBOARD
- RULER
- SAFETY SCISSORS
- TAPE
- SATIN RIBBON
- CUTOUTS FROM PAGE 32
- GLUE STICK
- MAGIC MARKERS



1 **CUT** cardboard to make 2 squares (7x7 cm). **TAPE** a piece of ribbon (15 cm) to the center of one square.



2 **CUT OUT** the elements from the inside back cover. **GLUE** the Anna or Elsa pictures to the other square, as shown.



3 **MAKE** accordion folds on the strip along the dotted lines. **DRAW** or write anything you like on it, then **GLUE** the ends to the two squares.



4 **PUT** the two squares together, **WRAP** the ribbon around them and fasten with a bow. Your special card is ready to be sent to a friend!



Difficult Choices!

Elsa continues her journey alone, which is not easy for Anna and Olaf to accept. But Anna knows her sister is fiercely determined and feels she must do what she was born to do.

Onward!

Anna doesn't keep Elsa from doing what she wants, but now she must lead Olaf, who needs a confident guide. **COLOR** them **IN**!





“Hang on, Olaf,” she whispers. “Try not to scream.” Anna and Olaf move away from the snoring giants. . . and directly toward a big **waterfall**!

They end up falling into a very **dark pit**, named the **Lost Caverns**. As they hit the surface below, their little boat shatters. “Where are we?” Olaf asks.



Anna lights a **torch** and realizes that there is no way out. But just then, Olaf spots a small **opening** behind a rock and grabs her hand as they step into the darkness.



Meanwhile, Elsa has reached the edge of the tumultuous **Dark Sea**. She releases her hair and draws it back into a ponytail, removes her jacket and boots, and takes a **deep breath**.





Then, as she begins to run toward the water, **snowflakes** form under her feet as she sprints across the sand and out on the large waves. The ice keeps her on top of the water as she heads farther

from shore, but a **wave** rises in front of her, so she tries to run faster to reach the top before it crashes. Unfortunately, she doesn't make it, and she and her **icy steps** get **washed away** by the water.



Pulling herself back to shore, Elsa leaps onto a nearby rock. As a wave comes toward her, she **freezes** it and uses it as a **slide** to gain speed. But the next wave breaks the slide and pushes her into the **sea**.



Deep beneath the **dark waters**, a lightning flash illuminates the majestic **Water Nokk**. It swims up to Elsa and looks at her in the eyes, but then it disappears in the next lightning strike.



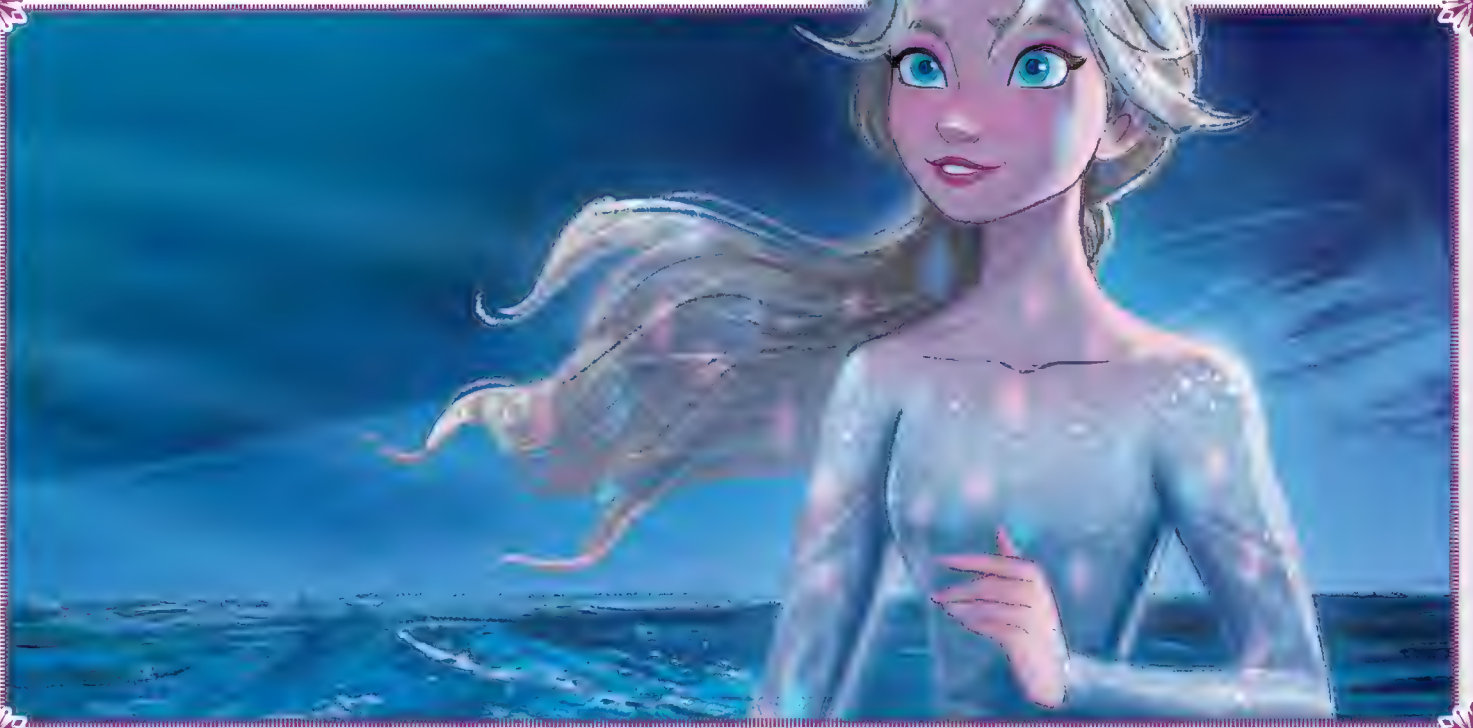
Elsa creates an **ice floe** and pulls herself onto it, but the Water Nokk emerges from the depths of the sea again and thunders toward her.

The two continue to **battle**, both above and below the sea water. And each time, the Water Nokk tosses Elsa underwater, but she doesn't surrender.



Finally, Elsa has an idea and uses her magic to create an **ice bridle** for the Water Nokk. Then she grabs the reins and swings onto its back.

At first, the Water Spirit bucks and panics, but soon they establish a rhythm and gallop to the opposite shore towards **Ahtohallan**.




Once safely across the Dark Sea, Elsa sees a giant **glacier** that sparkles magically. A flood of emotion hits her. "Of course! Glaciers are rivers of ice. Ahtohallan is **frozen!**" she says. The horse arrives at the shore, and

Elsa dismounts onto the white ice beach. As she does, the ground shimmers around her and she **feels the power**. Now she has no doubt that the Enchanted Forest and all the people inside it will soon be **free**. . .



Back in the Lost Caverns, a rush of wind sends a **flurry** of snowflakes inside, and an **ice sculpture** begins to take form, a sign that Elsa had made it across the Dark Sea! Anna looks closely at the ice sculpture and realizes that it

shows what **truly** happened in the forest. She wonders how she can correct all the **wrongs** of the past. Then she remembers the advice given to her by both Grand Pabbie and Mattias: "Do the **next right thing**."

 To be continued. . .



Sleeping Giants

Anna and Olaf make their way down the river in silence so they don't wake the Earth Giants! Tag along... and don't make a sound!

Sounds and Colors!

Anna wants Olaf to speak in whispers. Imagine his voice is a color, either red or purple. Then **ARRANGE** the shades from the darkest to the lightest!

Interruptions

To help Anna and Olaf reach their destination, select the pieces that **FOLLOW** their path, and **WRITE** the numbers in the blanks!

START

①

FINISH

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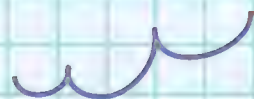
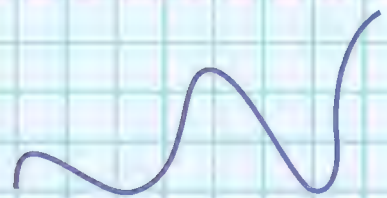


A Brave Dive

Elsa must take on the Dark Sea. She still doesn't know what she will find on the other side, but she's not lacking in courage!

Frightening Waves

The turbulent Dark Sea is challenging Elsa. **COMPLETE** the waves below so that each one grows higher and higher.



A Mysterious Helper

COLOR in light blue the dotted sections to see who emerges from the sea to help Elsa!



A New Look

Trace the outline of the ponytail, then **COLOR IN** Elsa and the dress she wears in the second part of *Frozen 2*.





A Dark Cave

Anna and Olaf show their bravery, too! Even in a strange, dark place, they refuse to give up, and keep looking for a way out. See what they've got in mind!

A Precious Light

A torch is perfect for lighting the way. Which of the four shadows belongs to Olaf? **CHECK** it **OFF**!



C

B

A

D

Almost Out

Anna and Olaf are almost out of the cave. You can lend a hand by **TRACING** the path they need to take!



START



FINISH

Step by Step

Meanwhile, Kristoff and Sven are looking for Anna, Elsa, and Olaf. Which of these sequences **MATCHES** the original?



①



④



②



⑤



③



⑥



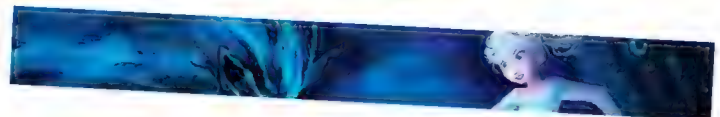
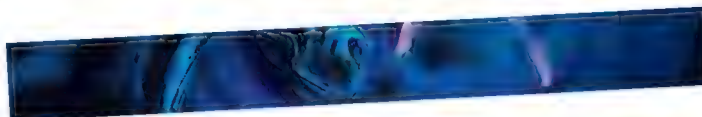
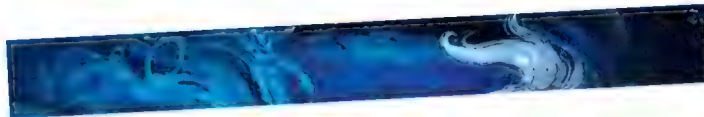
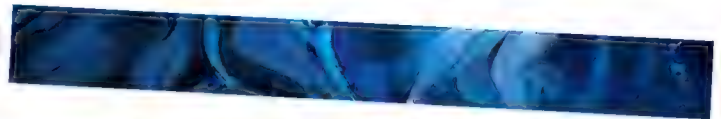
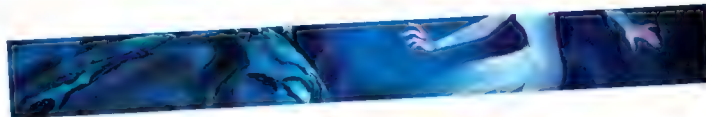
Raging Waters

Elsa meets the Water Nokk while desperately attempting to cross the Dark Sea. At this crucial moment, can she emerge victorious?



Fragments of Memories

Under the dark waters, everything seems confused and upside down to Elsa. **REARRANGE** the jumbled segments of this scene and **WRITE** the numbers in the blanks from one to seven.





PLAY

Wilderness Man

Kristoff loves roaming the vast open country with the reindeer. When the going gets tough, he finds comfort in their company.



A Big Crowd



These trusty reindeer follow Kristoff wherever he goes. There are many of them, all different ages. **ARRANGE** them from the smallest to the tallest, and write the numbers in the blanks. Then **SPOT** Sven hiding in this scene.



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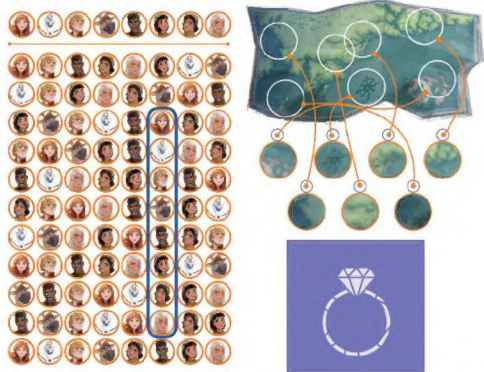
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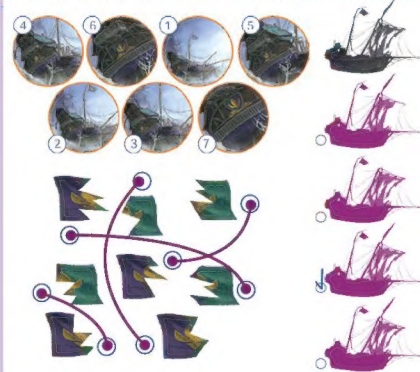
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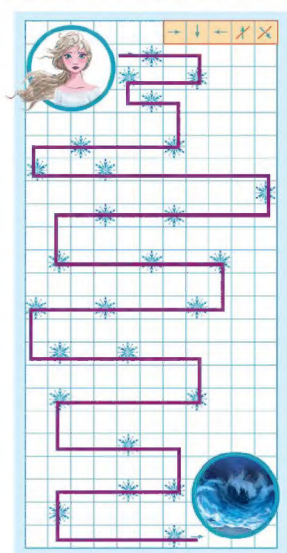
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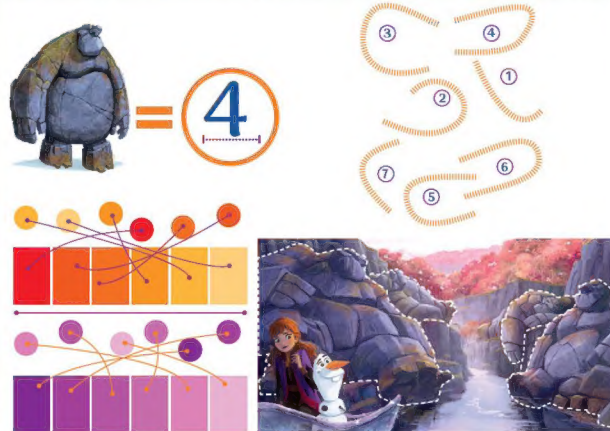
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Page 31



A Special Message

CUT OUT the elements and use them to make a special card for your friend (see page 18).



GLUE

GLUE

GLUE

GLUE

A GREEN GIANT SCAN



*LIKE IT?
BUY IT!*

